

### 3.5.1 Newton's laws of motion

| Learning outcomes   | Additional guidance   |
|---|---|
| <i>Learners should be able to demonstrate and apply their knowledge and understanding of:</i> |   |
| (a) Newton's three laws of motion   | HSW7  |
| (b) linear momentum; $p = mv$ ; vector nature of momentum                                     |   |
| (c) net force = rate of change of momentum;<br>$F = \frac{\Delta p}{\Delta t}$                | Learners are expected to know that $F = ma$ is a special case of this equation.<br>HSW9, 10<br>M2.1, M3.9   |
| (d) impulse of a force; impulse = $F\Delta t$   |   |
| (e) impulse is equal to the area under a force–time graph.                                    | Learners will also be expected to estimate the area under non-linear graphs.<br><br>HSW3 Using a spreadsheet to determine impulse from $F$ – $t$ graph.<br>M3.8, M4.3 |

### 3.5.2 Collisions

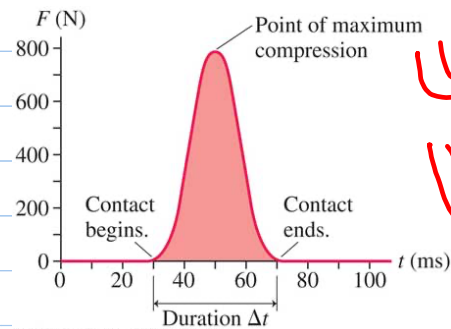
| Learning outcomes   | Additional guidance  |
|---|--|
| <i>Learners should be able to demonstrate and apply their knowledge and understanding of:</i> |  |
| (a) the principle of conservation of momentum   | HSW7   |
| (b) collisions and interaction of bodies in one dimension and in two dimensions               | Two-dimensional problems will only be assessed at A level. HSW11, 12 |
| (c) perfectly elastic collision and inelastic collision.                                      | HSW1, 2, 6   |

- (6) M - Define impulse  
(7) S - recall and apply the equation impulse = change in momentum  
(8) C - Find accurately the impulse from a graph of force against time.

#### Impulse

**STARTER:** Sketch a resultant force against time graph on a football, initially stationary and then kicked.

**Extension:** What is impulse? How can it be calculated from this graph?



- The force accelerating or decelerating an object usually changes over time.
- Can you think of situations where a constant force is applied and where a changing force is applied?

- (6) M - Define impulse  
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 (8) C - Find accurately the impulse from a graph of force against time.

## Impulse

### Key definition: Impulse

Force x time for which the force acts  
 OR  $F\Delta t$  with both symbols defined

$$F = \frac{\Delta p}{\Delta t} \quad \text{Ns} \quad F\Delta t = \Delta p = \text{Impulse.}$$

*(Handwritten notes: Ns above F, kgms<sup>-1</sup> above Δp, s below Δt)*

Question:

A stationary 50g squash ball experiences an impulse of 1.1Ns.

Calculate its final velocity

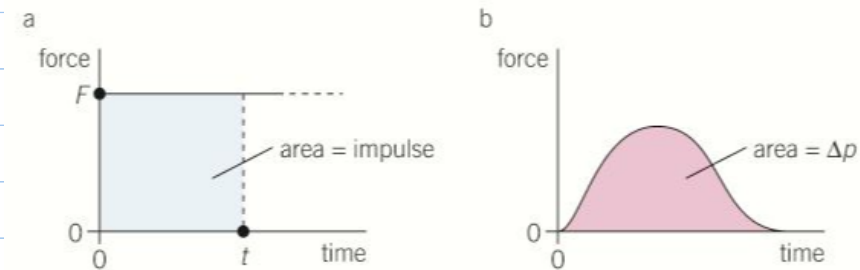
$$\Delta p = 1.1 \text{ ns} = (V - U) m \quad \frac{1.1}{m} = \frac{1.1}{0.05} = 22 \text{ ms}^{-1}$$

Ex: Why can't we use  $F=ma$  for this to find  $a$  and then find  $V$ ?

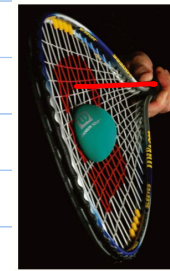
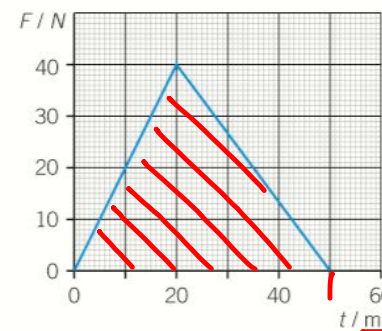
- (6) M - Define impulse  
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Impulse = area under a force against time graph.

Explain why using the graphs below?



Example 1: Easy graph



A stationary squash ball of 25g.

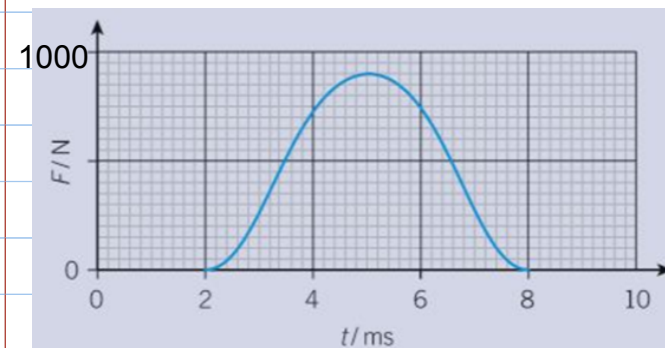
Q1: Calculate the final speed of the ball.

$$\text{Area} = \frac{1}{2} \times \text{base} \times \text{height} =$$

$$\frac{1}{2} \times 0.05 \times 40 = 1 \text{ Ns}$$

$$\text{Impulse} = (v - u)m = 1 \quad v = \frac{1}{0.025} = 40 \text{ ms}^{-1}$$

Example 2: More difficult graph



a) Find the impulse

b) Find the final speed of the same ball

(6) M - Define impulse

(7) S - recall and apply the equation impulse = change in momentum

(8) C - Find accurately the impulse from a graph of force against time.

## Demo impulse.

Use the data e-mailed to you to find the impulse in situation a) with no crumple zone b) with a crumple zone.

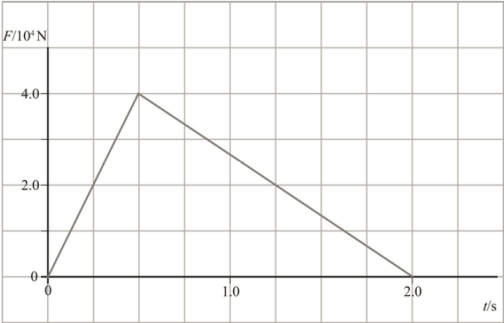
What do you notice?

Ex: Use the information to explain the need for a crumple zone.

- (6) M - Define impulse  
(7) S - recall and apply the equation impulse = change in momentum  
(8) C - Find accurately the impulse from a graph of force against time.

Impulse practice questions.  
Ex: Continue with the summary questions on page

- 9 A 900 kg car crashes into a safety barrier. The diagram below show how the force  $F$  acting on the car changes with time  $t$  while the car is being stopped.  
The final velocity of the car is zero.



- a

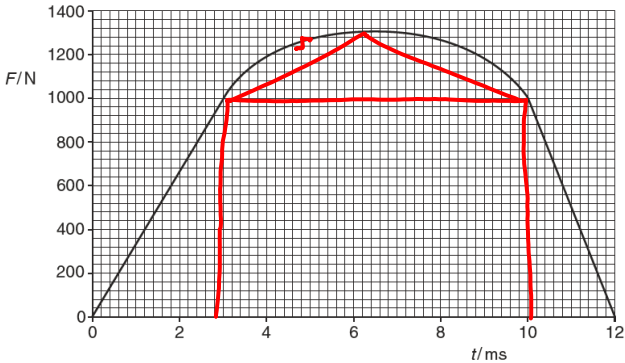
Use the graph above to determine the impulse of the force.

[3]
- b

Calculate the initial velocity of the car.

[3]

- 10 A small rocket is used to detach a satellite of mass 180 kg from the spacecraft. Fig. 2.2 shows the variation of the force  $F$  created by the rocket on the satellite with time  $t$ .



- (i) determine the change in the velocity of the satellite as a result of the force  $F$  applied for the period of 12 ms.

change in velocity = ..... ms<sup>-1</sup> [4]

- (ii) describe how the acceleration of the satellite varies between 0 and 10 ms.

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.....  
.....  
.....  
..... [2]

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Impulse practice questions

MS

- 9 a Impulse = area under force against time graph [1]
- impulse =  $\frac{1}{2} \times 4.0 \times 10^4 \times 2.0$  [1]
- impulse =  $4.0 \times 10^4$  N s [1]
- b Change in momentum = impulse =  $4.0 \times 10^4$  kg m s<sup>-1</sup> [1]
- $mv = 4.0 \times 10^4$  (final momentum of car = 0) [1]
- $v = \frac{4.0 \times 10^4}{900} = 44.4 \text{ m s}^{-1} \approx 44 \text{ m s}^{-1}$  [1]

|  |         |  |    |  |
|--|---------|--|----|--|
|  | (b) (i) | Area under graph in range 10.5 to 11.5 (Ns)  | C1 | Possible FT for<br>Use of mass o<br>marks. |
|  |         | Area under graph in range 10.8 to 11.2 (Ns)  | C1 |  |
|  |         | $\Delta v = \frac{\text{impulse}}{m} = \frac{\text{area}}{m}$  | A1 |  |
|  |         | $= \frac{11.0}{180}$   |    |  |
|  |         | $= 6.1 \times 10^{-2} \text{ (ms}^{-1}\text{)}$  |    |  |
|  | (ii)    | From 0 to 3 (ms) acceleration <u>increases</u> linearly/uniformly/ at constant rate/ at a steady rate. | B1 | Allow: upper limit<br>Do not credit u      |
|  |         | (From 6.5 ms) onwards/after/at end the acceleration <u>decreases</u>                                   | B1 | Not 'decelerates'                          |

- (i) determine the change in the velocity of the satellite as a result of the force  $F$  applied for the period of 12 ms.

change in velocity = ..... ms<sup>-1</sup> [4]

- (ii) describe how the acceleration of the satellite varies between 0 and 10 ms.
- .....
- .....
- .....
- .....
- .....
- ..... [2]

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Plenary

- impulse
  - when two objects interact, they exert equal and opposite forces on each other
- Newton's second law
  - rate of change of momentum
- net force
  - the resultant force acting on an object is directly proportional to the rate of change of its momentum, and is in the same direction
- Newton's first law
  - an object will remain at rest or continue moving with constant velocity unless acted upon by a resultant force
- Newton's third law
  - the area under a force–time graph

| Statement  | True/False |
|--|------------|
| Total kinetic energy in an inelastic collision is conserved.                   |            |
| Magnitude of the impulse on each object in an inelastic collision is the same. |            |
| Total momentum for the objects in an elastic collision is conserved.           |            |
| Total energy in an inelastic collision is conserved.                           |            |

(i) determine the change in the velocity of the satellite as a result of the force  $F$  applied for the period of 12 ms.

change in velocity = .....  $\text{ms}^{-1}$  [4]

(ii) describe how the acceleration of the satellite varies between 0 and 10 ms.

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..... [2]